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Title: What Is Entropy?

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The Magus of Entropy, Azunda, posed this question to us Thralls: What is Entropy?

He took us to several locations to demonstrate the workings of Entropy,

so that we may see it with visual clarity.

The first location was a befuddlement to the other two Thralls, but I believed the location to be the old grounds of

Stormhaven, which Azunda stated it was. Those who strive for Virtue and the Light ultimately will meet their end, that is the story of Stormhaven.

The next location was in

the Fens of the Dead between Trinsic and Britain. The other Thralls knew not where we were, but I remember from tomes that this used to be the town of Paws. Simple farmers who were

ignorant of the Light and of Entropy vanished, leaving behind but vague ruins. Entropy does not discriminate.

Azunda wanted me to state what I have learned

about Entropy. It is this: Entropy is the gradual decay of all things. It is the journey to where Oblivion is the final destination. All who exist (I refrain from stating live, for even the undead

will be no more in due time) will cease to exist. It is inevitable, and it is not something which needs to be despaired.

Those who blindly follow the Light seek meaning in

their lives, thus turning to the Virtues, and abhoring those who embrace Entropy. They are raging against the inevitable dying of the light. In the process, they are merely expending their

energy and living unfulfilling lives. Those who embrace Entropy are not what one would classically define as "evil". Those who embrace Entropy enjoy a freedom that no other person can

enjoy. We are free from the very bonds of life and death. We know that the end is coming, and so we can live all the richer for it. By not fearing the end, we can focus on the present. Those that

follow the Light are too preoccupied with vain attempts at circumventing the inevitable and miss all that is before them here and now.

Those who worship

Entropy are not evil. They are merely free.

-Jaggerauth